



**For Immediate Release
July 31, 2006**

NaturalMotion Announces *morpheme* Animation Engine and Tool Chain
Powerful, Animator-friendly System for Perfect Blends, Events, Transitions, IK and Physics

OXFORD, UK – July 31, 2006 – NaturalMotion Ltd., developers of the highly-acclaimed *euphoria* and *endorphin* Dynamic Motion Synthesis (DMS) technologies, today announced *morpheme*, a powerful new animation engine for next-generation game development. Featuring a flexible and unique 3D authoring tool chain, *morpheme* is designed to give animators unprecedented creative control over the look of their final in-game animation by allowing them to author and preview blends, transitions, and logic in real time. *morpheme* will be available in October 2006 on PLAYSTATION®3, Xbox 360™ and PC.

NaturalMotion will showcase *morpheme* during SIGGRAPH 2006 in Boston, aboard the Lady Christine, an ocean cruiser moored at Boston Harbor.

morpheme consists of two components: *morpheme:runtime* and *morpheme:connect*. *morpheme:runtime* is a run-time engine optimized for PLAYSTATION®3, Xbox 360 and PC, and ships with full source code. *morpheme:connect* is a powerful 3D authoring application that allows animators to graphically author blend trees and transition logic (based on Hierarchical Finite State Machines), modify and edit parameters through sliders, and view the results in real time. *morpheme* is designed as a flexible and open system and does not require the licensing of any other product. *morpheme* is also designed to seamlessly integrate with other leading 3D animation software and middleware technologies, such as physics engines.

“*morpheme* is about raising the quality of in-game animation by providing intuitive, graphical control and a flexible programming framework,” said Torsten Reil, CEO of NaturalMotion. “With *morpheme*, animators and programmers can work hand-in-hand to create in-game animation that truly reflects the quality of the source data. *morpheme* is also designed to run fully integrated with our flagship DMS technology, *euphoria*, which allows players to experience unique moments every time they play a game.”

Key features in *morpheme:runtime* and *morpheme:connect* are as follows:

morpheme:runtime

- lightweight run-time animation engine
- optimized for PLAYSTATION®3, Xbox 360™ and PC
- fully customizable blend nodes
- full hierarchical state machine
- IK support
- rigid body dynamics support
- *euphoria* support
- full source code supplied

morpheme:connect

- modern, fully scriptable application
- 2D and 3D viewports for authoring and visualization
- graphical authoring of transition graphs and blend trees
- real-time manipulation through sliders and other UI elements
- support for live game pad control
- script support (Lua)
- fully extensible through plug-ins
- *euphoria* support

Pricing and Availability

morpheme will be available in October 2006 on PLAYSTATION®3, Xbox 360™ and PC. For more information, please visit www.naturalmotion.com/morpheme.htm, or contact NaturalMotion via phone (415-867-9679) or email at contact@naturalmotion.com. For additional information on NaturalMotion, *euphoria*, *endorphin* or DMS technology, please visit www.naturalmotion.com.

About NaturalMotion

NaturalMotion Ltd. is the first company to create 3D character animation software based on Dynamic Motion Synthesis (DMS), a technology that utilizes Adaptive Behaviors and artificial intelligence to simulate the human-nervous system. Based on Oxford University research on the control of body movements, NaturalMotion's *euphoria* synthesizes 3D character animation in real time on PLAYSTATION®3, Xbox 360™ and PC, thus creating unique game moments and previously unachievable interactivity. NaturalMotion's other DMS product, *endorphin*, creates off-line animation significantly faster than traditional techniques and is widely used in the film and games industries, with customers such as The Mill, Capcom, Namco and Konami. For further information please visit NaturalMotion's website www.naturalmotion.com, or join the 25,000 *endorphin* LE users at community.naturalmotion.com.

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